

How to Play

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THE OFFICIAL FROGGER BY SEGA



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STARPATHTM
CORPORATION

How to Use the Starpath™ SuperCharger™ System

- ▶ Set up your Atari® Video Computer System™ (or any similar game system that takes Video Computer System game cartridges) according to manufacturer instructions. Use joystick controllers.
- ▶ Make sure power switch is OFF, and insert the Starpath™ Supercharger™ with label up. Be careful not to force it or to insert it crookedly.
- ▶ Connect the plug on the end of the Supercharger™ cable to the earphone jack of any cassette recorder/player.* (This jack may also be labeled "monitor," "mon.," "ear," or "output.")
- ▶ For best results, keep the cassette player at least a few inches away from the TV set.
- ▶ Turn the power switch of the game ON. The TV screen should read "REWIND TAPE, PRESS PLAY." If not, turn the power off and check to be sure the system is properly hooked up and the Supercharger™ is fully inserted.
- ▶ Insert Side A of FROGGER.™ Side A of the cassette is the quick load side; Side B is the standard load side. Some cassette players may not load reliably on the



* If you use a large cassette deck with a "phone" type earphone plug, you may purchase

quick load side. If so, flip the tape over and use Side B.

- ▶ Set volume and tone controls near high or maximum.
- ▶ Press REWIND and wait until the tape stops moving. Now press PLAY.
- ▶ In a few moments, you will hear the sounds of the

game loading and see colored panels fill the screen. A moment later "STOP TAPE" will appear, and you'll be ready to play The Official FROGGER™ by Sega®

If you have trouble...

- ▶ If the tape player makes a screeching noise, you have not plugged the Supercharger™ cable into the earphone jack.
- ▶ If the tape doesn't move, check the batteries in the cassette player.
- ▶ Rewind the tape completely and try again.
- ▶ Try Side B of the game cassette if Side A won't load properly. Set volume and tone controls at high or maximum.
- ▶ Move the cassette player farther from the TV set and try again.



THE **FROGGER**™ BY SEGA®

The Object: Jump across the freeway and the river to the safety of home.

The Situation: You are a frog with seven lives. You are on the shoulder of the freeway waiting for the opportunity to cross. Cars, trucks and bulldozers are traveling past you at various speeds. Try and jump across the freeway to the safety barrier. But watch out, if you get hit you'll lose a life.

Next you must navigate the river. Leap on logs and jump upon turtles' backs to make your way to the opposite bank and the safety of the frog bays. Beware of diving turtles; you can only use them while they're floating.

In more difficult levels, you'll encounter snakes, otters and crocodiles. They will make the river more dangerous than ever.

Game play:

Moves. Use the joystick to leap up, down, left and right.

Joystick button. The joystick button is not used.

Game select switch. The game select switch is used to select either the one or two player mode. When first loaded, the game will be in the one player mode.

Frog Bays

Turtles

Logs

Safety Barrier



Score

Player Up

Remaining Frogs

Time Bar

Level (Wave) Number

Cars and Trucks

Reset. Press reset to start a new game.

Color B/W Switch. Color B/W Switch is not used.

Difficulty switches. In the "A" position (more difficult), you'll lose a life if you float beyond the edge of the river (screen). In the "B" position, you will appear again on the other side of the screen. The left difficulty switch is for player 1 and the right difficulty switch is for player two.

Scoring. Each safe leap forward on the highway or river is worth 10 points. Going back and forth will not add points. Getting into a frog bay is worth 50 points. Filling all five frog bays (completing a wave) gives you 1000 extra points. Each count left on the timer will add 10 bonus points. If you carry the lady frog home, you will receive 200 bonus points. Catching a fly will give you 200 more bonus points. You will get an extra life when you reach 20,000 points.

At the end of the game, your score will be displayed along with the current high score.

Tips for top score: If the lady frog is too far away, it may not pay to use the time to try for the 200 bonus points.

The backs of the crocodiles can be used for travel, but stay away from their mouths.

Limited 90 Day Warranty

STARPATH™ and SUPERCHARGER™ and FROGGER™

STARPATH™ CORP. warrants to the original purchaser of this STARPATH™ product that it will be free from defects in materials and workmanship for ninety days from the date of purchase. If this product is discovered to be defective within the warranty period, return to place of purchase for replacement.

This warranty is limited to electronic and mechanical parts within the product. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the product shows signs of, misuse, excessive wear, modifications, or tampering.

THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESSED WARRANTIES OR REPRESENTATIONS. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE LIMITED TO A PERIOD OF NINETY DAYS FROM THE DATE OF PURCHASE. STARPATH™ IS NOT LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM BREACH OF ANY EXPRESSED OR IMPLIED WARRANTIES ON THIS PRODUCT.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the limitations or exclusions set forth may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Repair Service

Should your SUPERCHARGER™ require service after the ninety day limited warranty period, a charge of \$15 will be assessed to restore it to full working condition. Send the SUPERCHARGER™ unit, shipping prepaid to:

STARPATH™ SERVICE CENTER
P.O. Box 209
Santa Clara, CA 95050.

SuperCharger™

Game Previews

To get a preview of other great Starpath™ games, follow these simple instructions:

- ▶ When loading FROGGER,™ be sure to push the STOP button on your cassette player as soon as the TV screen fills with colored panels and the "STOP TAPE" message appears.
- ▶ Don't rewind the tape. When you're ready for a preview, flick the power switch on the game system OFF, then ON again.
- ▶ The TV screen should read "REWIND TAPE, PRESS PLAY." Don't rewind the tape. Simply press PLAY. As soon as the "STOP TAPE" message appears, press STOP.
- ▶ You'll see a "self-play" preview of one exciting Starpath™ game. You can't actually play it (so don't bother pressing any more switches), but you can appreciate the great graphics and game action.
- ▶ To see the next game preview, simply repeat the above instructions. When no more games appear, you have seen all the previews on your cassette.

Changing Games

To load another Starpath™ game:

- ▶ Flick the power switch OFF, then ON again.
- ▶ Rewind and replace the cassette with another Starpath™ game cassette.
- ▶ Rewind the tape, then press play.

To remove the SuperCharger™:

- ▶ Turn the power switch OFF.
- ▶ Gently remove the SuperCharger.™



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most challenging video games available today. We
welcome your comments and suggestions for ways to
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